

## Top Skills

Unity

Substance Painter

Art

## Languages

Русский (Native or Bilingual)

Английский (Limited Working)

Украинский (Native or Bilingual)

3D Artist

Ukraine

---

## Experience

Whalo

3D Artist

August 2021 - May 2024 (2 years 10 months)

Kyiv

Work on the "Fish of Fortune" game.

- Set up rendering and lighting settings.
- Improved the modeling style for the project.
- Modeled and rendered more than 15 lands for the game.
- Made a lot of UI elements.
- Created images for Live Ops content.

Фриланс

3D Artist / Art Outsource Manager

October 2019 - August 2021 (1 year 11 months)

<Art Outsource Manager | Mancala Gaming>

- Building and leading a dedicated team responsible for the development of art and sound for the slot game "Mancala Quest".
- Successfully recruited and supervised a team of two 2D artists, a 2D animator, and a Sound Designer.

<3D Artist| Chashu Entertainment>

- Created game props for the "Sands of Aura" game
- Executed the complete development cycle: from the initial 3D concept to the final model, including tasks such as normal baking and texturing.

<3D Artist | Joovoo>

- Created 3D elements and animated icons for games.

#### <Art Outsource Manager/3D Artist | Kaller's Studio>

- Performed cinematic for the game World Farm Adventure.

I was tasked with creating a cinematic from an allocated animatic. Not only did I handle the majority of the work, but I also took charge of hiring the team. This was a significant achievement for me. I managed various aspects of the project, including environment, car, volumetric sky, VFX, shading, lighting, rendering, post-production, and numerous other details.

#### EvoPlay

3D Artist / Technical Artist

April 2017 - October 2019 (2 years 7 months)

Kiev Region, Ukraine

I worked in the R&D department, which focused on developing slot games with innovative gameplay concepts. Our team collaborated on projects showcased at exhibitions, aiming to increase the company's visibility through unique game concepts.

#### Responsibilities:

- Modeled props.
- Textured and set up light.
- Created 3d art for table games, such as BlackJack, Baccarat, etc.
- Optimized games.
- Performed cinematics.

One notable project I contributed to is DUNGEON: IMMORTAL EVIL

#### Skywind Group

3D Artist (Generalist)

December 2016 - March 2017 (4 months)

Kiev Region, Ukraine

#### Responsibilities:

- Modeled props.
- Textured and set up light.
- Created 3d art for slot games.

#### Playson

3D Artist

August 2013 - August 2016 (3 years 1 month)

Kiev

I contributed to the game projects Time Warp Guardian and Art of the Heist, both of which successfully participated in exhibitions such as ICE and Sigma. Additionally, Art of the Heist was selected for the Game Art Gallery on Behance.

Responsibilities:

- Created 3d art for table games, such as BlackJack, Baccarat, Roulette, Video Poker, etc.
- Modeled and rendered elements for games.
- Created backgrounds for games.
- Performed cinematics.

Platipus Ltd.

3D Artist

April 2012 - March 2013 (1 year)

Kiev

Responsibilities:

- Created 3d art for table games, such as BlackJack, Baccarat, Roulette, Video Poker, etc.
- Modeled and rendered elements for games.
- Created backgrounds for games.

St. Diamond

3D Designer

July 2011 - February 2012 (8 months)

Kiev

Responsibilities:

- Modeling and visualizing jewelry.

---

## Education

Borys Grinchenko Kyiv University

Bachelor's degree, Philology English and French languages, foreign literature · (2007 - 2011)